

GRADE 1 LEARNING PACK

Secret Symbols: Code-Breaking Basics

Use simple one-to-one symbol codes and logical checking to decode messages.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Use simple one-to-one symbol codes and logical checking to decode messages.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Learn the idea

1 a code uses agreed mappings

2 one-to-one mappings must stay consistent

3 checking repeated symbols helps

Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

If star=A and circle=B, decode star-circle-star.

Build a code for A-E using five shapes.

Decode a three-letter word using a key.

Spot the inconsistent symbol in a faulty code.

Encode your initials using your own key.

Try it beyond the page

Real-world / hands-on connection

Try one puzzle with physical cards or objects before solving it on paper.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Make a short coded message with a complete key so a friend can solve it.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. What strategy helped most?

2. How did you check your answer?

3. Could there be another valid answer? Explain.

Quick review

1. In one sentence, explain the big idea of “Secret Symbols: Code-Breaking Basics”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

Expect a named strategy such as draw, list, cross out, act out or check.

2. Suggested response

The check should test the original conditions.

3. Suggested response

Some puzzles allow alternatives only when all clues/rules still fit.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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